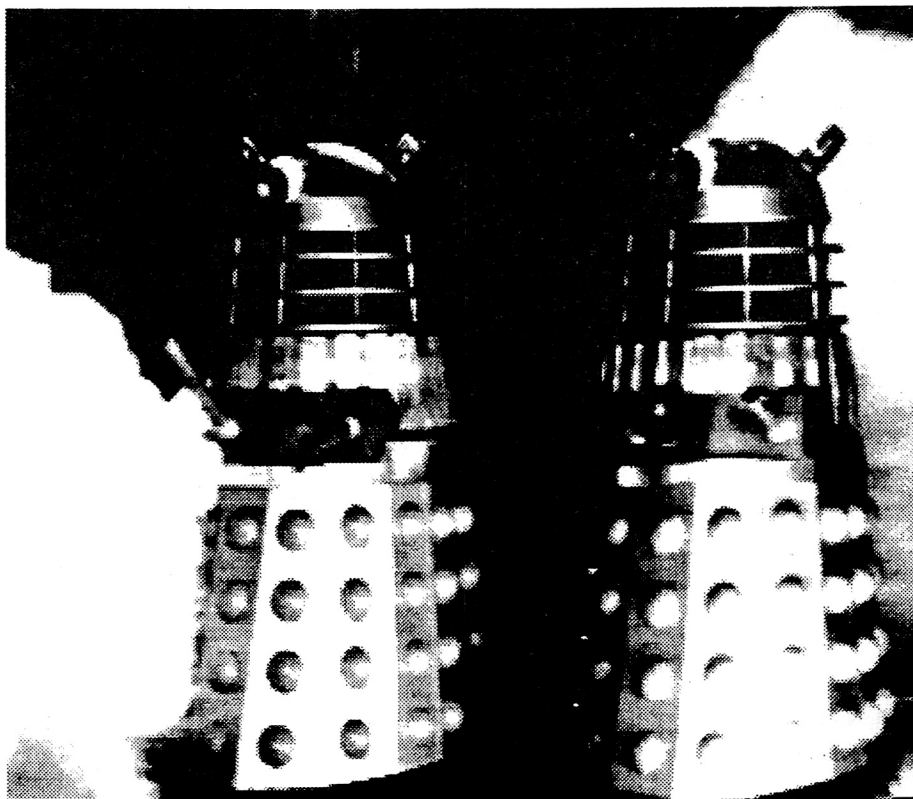


Canberra
Amiga
Users
Society
Inc



NEWSLETTER

February 1991



Aims of the Society

Canberra Amiga Users Society Incorporated (CAUSE) is an independent group (currently with about 300 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts (see over page), bulletin board, Public Domain library, special interest groups and the opportunity to meet and exchange ideas with other users.

Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either to the Membership Secretary at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 14 February, 14 March and 11 April.

The Beginners' Group runs from 7-8 pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Bulletin board

The CAUSE bulletin board is online 24 hours and is maintained by our Sysop Peter McNeil and his team. To be a member of the bulletin board, you need to

pay \$5.00 additional yearly subscription.

The telephone number of the bulletin board is 2551469 and of the Sysop 2545545 (h).

Newsletter Contributions

BECAUSE is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. Where possible, please provide them in Amiga readable format ie a disk file in ASCII, Wordperfect, Scribble!, Transcript or Amiga graphic format. The deadline for contributions to the newsletter is the 15th of the month preceding production.

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Advertising

	First Run	Rerun
Full page	\$30	\$20
Half page	\$25	\$15
Quarter page	\$20	\$10

Copy is to be provided to the Editor either in Amiga graphic file format or as appropriately sized printed copy. First Run prices are applicable if the Editor has to format the advertisement.

Production

The Editor for the newsletter was David Wilson. The copy was formatted by the DTP SIG using Professional Page v1.31 and printed on a Postscript printer by Desktop Utilities.

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CAUSE Committee

Director	Jonathan Bishop 2811064 (h)
Vice Director	Adrian Tritschler 2574794 (h)
Secretary	Lyle Williams
Membership Secretary	Berenice Jacobs 2547248 (h)
Treasurer	Terry Sullivan 2548950 (h)
Committee	Simon Woods 29927805 (h)
	Chris Townley 2485922 (h)
	Tony Hayman
	Merik Karman 2932436 (h)
	David Jacobs

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Andrew Crawford	2582685	PCs
James Dempsey	2910147	Modula 2
Connie Peisley	2952767	Education
Caroline Cook	2888511	Genealogy
Jeff Wilson	2477330	C
David Wilson	2918324	Desktop Publishing
Rob Vander Meer	2417113	Video

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This Month's Cover

Dalek. Frame-grabbed by David Virgo from a VHS videotape using Vidi-Amiga framegrabber. A 16 gray-scale image, 300 x 256 pixels.

Desktop Publishing News & Views by Frank Keighley

Using The Art Department

The Art Department is a 24-bit image processing program. (24-bitplanes means the program has access to 2^{24} or 16.7 million shades of colour.) It complements paint packages such as DPaint III, which work well for pixel-oriented image editing. In many cases, the image processing software can be used alone, and the resulting image imported directly into a desktop-published document. As an example, let's consider Jackson's photo.

First, the picture was scanned on a Sharp JX-300 colour scanner, and with 5MB memory the maximum resolution, available in 24-bit (16.7 million) colour, is 100 to 150 dpi, depending on the area cropped from the photo for the main scan (the scanner can do up to 300 dpi if you



have enough RAM to handle the image processing). A scanned image may need some brightness adjustment, raising the brightness in the darker areas while maintaining existing brightness in the lighter areas. This is effected after loading

the image into TAD using a control called Gamma on the Balance controls. The same control panel also allows the general brightness, contrast and intensities of red, green and blue to be adjusted.

The next step may involve simplifying the image so that the document file will be of an acceptable size. The original image file in the example, from an area of the original photo measuring about 3cm by 4cm, was about 240K. Simplifying this from 24 bit to 32 colours or 5 bitplanes (which DPaint can work with) brought the file size down to 44K. This was used for a document for output to a colour inkjet printer. For this newsletter, a greyscale version was needed. There was no need to redo the scan, because TAD has a greyscale conversion facility. Now, to the latest DTP upgrades.

New versions of DTP programs

Professional Page 2.0 (Gold Disk)

Features:

- object manipulation, eg rotations
- Pantone colour control
- tagged text
- automatic page numbering

Cost: \$70 unless you bought 1.3 after August 1990

Availability: "next week" from Dataflow, Sydney.

PageStream 2.1 (Soft Logic)

Features:

- as for 2.0, and
- some bug fixes
- ability to use ProDraw clips (structured drawings in ProDraw format)

Cost: no cost for registered users of 2.0

Availability: we were told ours had been sent last week from the U.S.

Desktop Utilities

In Canberra: PO Box 3053, Manuka, ACT 2603
Phone: (06) 239 6658 BBS: 239 6659 Fax: 239 6619



PostDriver

The Preferences driver for Postscript devices: send your output from any program straight to the PostScript printer - you won't need HP emulation again! \$99.



Professional Clipart 1

\$49 RRP

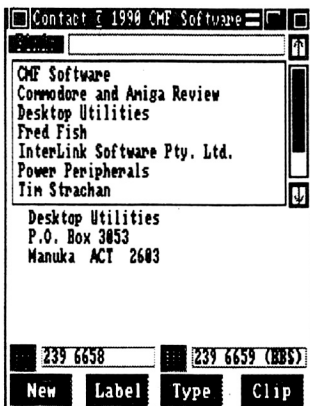
For ProPage, ProDraw, & PageStream 2.1

Maths Master

\$39 RRP

+ - X ÷
=

The Maths practice program for Australian children



Contact \$59

- Memory-resident personal contacts manager, hotkey.
- Fast, compact, unobtrusive.
- Dials phone, prints labels & lists (to PostScript too).
- Batch printing and custom sort options.
- Talks to your current application.
- ARexx port and example scripts.
- Australian product.

AMIGA BUREAU SERVICES

SOFTWARE DISTRIBUTION
SCANNING SERVICE
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FILE CONVERSION

SHARP SCANNERS & COLOUR INKJET

e.g. JX100 Use with Scanlab 100 on any 1MB Amiga
Bundled price with software \$1495
JX730 Colour Inkjet \$3995 with Amiga driver.

New advanced image processing: Art Department Professional

- Loader and Saver modules
- ARexx port for interprocess work

Accelerating Amiga's - Speed Freak City.

by DAC

Back in June, I attended my first CAUSE meeting for four years. I was there because I wanted to pay for access to the CAUSE BBS, but it turns out that CAUSE meetings were better than my previous experience with user group meetings, so I became a fully paid up member.

Anyhow, during that meeting, someone from Parath computers stood up and stated that they were going to be selling A2500's for the princely sum of \$2,964. My eye's lit up with avarice, and I eagerly sought concrete information about 'the deal' to find out what the story really was.

I was informed that Commodore Australia were having a 'firesale' of A2500's, preparatory to bringing in the A3000 line of computers.

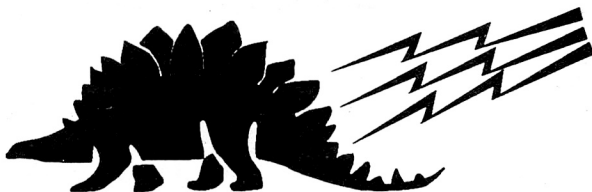
The package consisted of an A2000 computer, with a 2090a hard disk controller with 40Mb hard disk, and an A2620 68020/68881 accelerator card, running at 14.3Mhz, with 2Mb of fast ram. No monitor was included in the deal. The catch was, the supposed LAST DAY to order this special deal was the very next day (Friday, June 14th).

At the time, I had been content with my A1000. I had an 8Mb expansion board, that patently refused to work past 2Mb, even when fully populated with 8Mb of (expensive) memory chips. I also had a 71Mb hard disk, running off a controller

that would only support 1024 cylinders, and my drive had 1170 cylinders, so I only got 63Mb out of it. Also, when both the Memory expansion unit AND the HD controller were plugged in, I would have problems running most game software - the screen would suddenly show garbage part way through a game, and the computer would lock up.

Suffice it to say that 'I had problems'.

Meanwhile, the person I share the house with had expanded his A2000 to include a 8Mb memory board, and a SCSI 80Mb Quantum Hard Disk. He didn't have any problems with overloaded power supplies. He had 5Mb of memory installed, that worked. He had a Fat Agnus, and 1Mb of chip memory. I had an inferiority complex and a Phoenix board application in the low



hundreds. Not much hope of seeing a Phoenix board before Christmas, in my estimation. Not much fun at all really.

[I'm an ego driven person. This may or may not be a useful piece of information in light of the following tale of conspicuous consumer spending]

I had been considering the A3000, which had been announced, and was just starting to show up selected vendors shops around that time, but with the projected price of an A3000 being upwards of \$7000, this was not a viable option for me, at the time.

I considered what I could get for my Amiga 1000 if I sold the various components, and figured that I would be happy with \$2000. This meant it would cost me \$964 for an upgrade to an A2000, with room for expansion. My ego said 'go for it', and my bank balance whimpered a little, but coughed up the dough.

I was round to Parath Computers, in Fyshwick the next day, and placed a bank cheque in their mitts, and said 'One A2500 please', to which Steve replied 'Sure, it will take one week for it to get here'. That was one LONG week, but sure enough, the next Friday, my very own A2500 was there waiting for me to use.

After some fiddling, I even got my 71Mb hard disk to talk to the 2090a interface (ST506 drive), which gave me 115Mb of disk space. Hog heaven. The best part wasn't the HD space - I'd been used to the pleasures of a hard disk based Amiga for about a year, and couldn't live without one. I was more interested in the A2620 accelerator.

The A2620 Accelerator board.

The accelerator board consists of three main chips. The 68020 Central Processing Unit (CPU), the 68881 Floating Point Unit (FPU), and the 68551 (or 68851?) Memory Management Unit (MMU). The 68020 and 68881 are synchronized at almost exactly two times the base Amiga clock rate of 7.14Mhz to run at 14.3Mhz. Two megabytes of memory were soldered (yes, SOLDERED) onto the board, with space available for a further 2Mb. This memory is ONLY available to the A2620 card, and is accessed far quicker than the 1Mb of chip memory on the Amiga 2000's

motherboard.

So what does this all mean? How does it all work?

When the Amiga is powered on, the A2620 is the FIRST device to be activated, since it is plugged into the CPU expansion slot that CBM provided. The 68000 is switched off, and all processing continues on the 68020 chip. [This can be overridden, but more on that later].

Since the 68020 has 32 address lines, it can access memory in 32 bit chunks - compared to the 68000, which has only 16 address lines, and can therefore only access memory in 16 bit chunks. Since the 68020 is running at twice the clock rate, and getting memory twice as fast as well, you get a maximum of FOUR times the basic processing speed of a normal Amiga. The normal Amiga memory (1Mb of chip) is only accessible by the 16 address lines that the normal 68000 would use, therefore, the 68020 will be slowed down when accessing chip memory, on top of any contention that occurs when the specialist graphics chips (Agnus, Paula, Denise, etc) want to get to chip memory.

The 68881 FPU (or 'maths chip'), is a specialist device, that can perform floating point arithmetic ($\pi/4$, or $3.99 * 4904.77778$) FAR quicker than the 68020 (or 68000) can. In terms of speed, at 14Mhz, the 68881 is about 10 times faster at floating point operations than the normal Amiga 68000 would be. How an FPU does its magic is slightly beyond me and certainly beyond the scope of this article. It just does.

The 68551 Memory Management Unit controls the memory map of the Amiga

that the 68020 "sees". In this way you can set aside certain parts of the A2620's memory, and put stuff in there that the 68020 is not allowed to write to. Normally you put a copy of Kickstart into a 256K chunk of your 2Mb of memory, using SetCPU (A neat program by Dave Haynie).

Why would you want to put the Kickstart ROM code into your precious FAST memory? Normally, the ROM addresses are at 80000H-FFFFFH (?) in the memory map of the Amiga. The rom's are SLOW devices, taking a number of clock cycles to be able to be read by the CPU. They are also accessed on the same 16 address lines going to the 68000. By moving the ROM image to FAST ram, you speed up access in two ways, firstly, the 68020 can access the code in 32 bit chunks, instead of 16bit chunks, and secondly, it doesn't have to 'wait' to get access to the slower ROM device.

The MMU was originally included to enable the A2500 to run the UNIX operating system, where tasks are limited to their own chunks of memory. [So called 'protected mode' operation]. UNIX never did eventuate for the A2500 family, and is only just being released on the more powerful A3000 machines.

Speed Kills.

Actual usage of an A2620 card makes your Amiga seem to fly. It goes at least 3 times quicker than a normal A500/A1000/A2000 system, and all I/O to hard drives and memory is greatly improved. Program loading becomes much quicker and smoother than on a plain Jane system, and one's ego gets a

chance to wave figures around the place like they were going out of style. And I did all that on BBS's. 'Dac's 2500' was splashed all over the local BBS scene. Ego is not a dirty word, but I certainly made a dent in it's acceptability on bulletin boards. :-)

Ok, so I've got this fast machine - what do I do with it?

Access BBS'es and write messages. Stuff you can do on a base grade machine without need of any megabuck accelerators.

COMPLITERACY

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CompLiteracy is a partnership of computer professionals who specialise in computer education and microcomputer software. All our course and promotional materials are prepared using the Amiga.

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Of course, I investigated the world of Mandelbrot/Fractal landscapes, and spent hours touring around these fantastically patterned, yet mathematically precise worlds. You soon get sick of seeing the Mandelbrot set though, and even if it is generated 4 or 5 times quicker than normal, it's still not quick enough for impatient souls who've 'seen it all before'.

So you advance to trying and playing games on a speeded up machine. Remembering that graphics are still limited to how fast the specialist chips can throw data at the screen, there was STILL a huge speedup in many games. Most notable was 'F18 Interceptor'. It no longer crawled along, it FLEW. I spent many exhilarant hours playing Interceptor. But sadly, not all games fared as well on a fast platform. Many games (especially the self booting sort) simply refused to work on an accelerated Amiga. Perhaps they were using the ONE forbidden instruction that is different between the 68000 and the 68020, or perhaps they were using coded timing loops to access the disk, for their protection systems, and the timing was all screwed up, because the loops execute a lot faster than the original game designers coded for.

So I spent some time with the A2620 turned off.

Remembering that the A2620 takes over the machine when you turn on the computer, you have to have some mechanism to turn it OFF. This is achieved by holding down both mouse buttons, and doing a reset (three finger salute or Ctrl-Amiga-Amiga). The ROM code on the A2620 present you with the options of booting in 68000 mode, or

68020 mode, or 'UNIX' (but the UNIX option doesn't do anything sane).

If you select 68000, then the machine continues, with the A2620 turned off. This takes away the 2Mb of fast ram on the A2620 card, so you're limited to 1Mb of ram to play with. All games work as normal in this mode though, so you can blast those alien slimeballs without them going too fast for you to see!

There is a special menu available to A2620, if you reset, and press SHIFT M, and hold down both mouse buttons, you get a 'menu' that enables you to play around with the various bits and pieces on the 68020 boards, look at memory, and simple stuff like that. I never found any use for it.

Expanding Horizons

Not having vast amounts of memory available made me thirst for more. The idea of soldering chips to the A2620, and STILL not having that memory available when in 68000 mode, wasn't really worth following up, so I shopped around for normal memory expansion for the A2000, and found that it was EXPENSIVE. A bare board was priced between \$699 and \$950 (this was the SAME board at different places). In the USA, the same thing was available for \$US150. So I did the intelligent thing, and purchased it from the USA. I also purchased Turbo Silver, and The Director, and the total price, including customs, and freight, was about \$A500, so I was still \$199 better off than purchasing it local, AND I got two neat programs.

I purchased 6Mb of memory chips from Pelham in Sydney, for \$500, and plugged in 4Mb into my 8Up! card. I now had a 7Mb system! (Or 5Mb if I was only in 68000 mode). I sold 2Mb of memory to Chris Sorensen, anticipating that I could purchase ZIP chips for the A2620 board, and ask Peter McNeil to solder them in for me. I never did get around to doing that - 7Mb is more than enough, trust me.

Turbo Silver is a real processor muncher, and the perfect acquisition for A2620 owners. At last, proof that an accelerator was worthwhile! Raytracing still took yonks, but 10 minutes to do a reasonably complex trace, Vs the hour or more on a normal system was a huge increase. I was happy.

Avarice is not an easy vice for an active ego to give up. I looked greedily at 68030 boards, and dreamed of a 50Mhz beastie, doing 22X base Amiga speeds.

Trouble was the price. A 33Mhz 68030/68882 with 4mb memory was about \$A6000! (twice as much as my entire system, or the price of an A3000!). I promptly forgot about it, until I noticed an advertisement in September, stating that GVP were offering a 'trade in deal'. If you sent them you're accelerator, they would sell you a GVP 3001 board for a reduced price. Prices of GVP products also fell down to \$2999 for a 28Mhz 68030/68882 with 4Mb RAM, and with their trade in offer, they were offering them for \$2450. What a bargain! :-)

I figured I could sell my A2620 for about \$1000, and only pay \$2000 for something that went three times faster than what I already had! I sold my A2620 for \$800, to

a guy in Queensland, and I sent a cheque for \$2999 to Power Peripherals, and a week later I was the proud owner of an A3001, 28Mhz version.

Basically, the function is the same as the A2620, except that the board is 'clocked' at 4 times the base speed of the Amiga (28Mhz), and has a 68882 maths FPU (which is somehow better than a 68881, but I don't know why). The 68030 has a built in MMU, and there is space for 8Mb of fast memory, with 4Mb already in place. None of this soldering rubbish either, memory chips on little printed circuit boards instead (SIMM modules)

Since the 68030 also fetches memory in 32 bit chunks, it is twice as fast as the base 68000. Since it is running at four times the speed of the 68000, it is therefore EIGHT times quicker than the basic 68000. Added to this is the concept of 'Caches'. A Cache is a small amount (256 bytes) of very fast memory that is held inside the 68030 chip itself, and when code (such as loops) is executed in the cache, further speed improvements are gained. There are two caches on the 68030, one for Data and one for Instructions.

Again, SetCPU is the magic program that is used to access the extended features of the 68030, turning on the Caches, and putting the ROM image into FastRam.

GVP have also enabled the 68030 to access memory in 'burst mode'. This is a fast 'processor prefetch' mechanism that pulls data in from normal A30001 fast memory, and puts it into the cache. Commodore's A2630 (the 68030 version of their accelerator for the A2500) doesn't support burst mode, and I'm fairly sure

that the A3000 doesn't have burst mode support.

All together, with burst, cache and fastrom loaded, the A3001 goes a magic 11.75 times the speed of an A1000, and about 3 times the speed of an A2620 card. With the 4Mb of memory on the A3001, and the 4Mb on the 8Up! board, and the 1Mb of chip memory on the motherboard, I have 9Mb of memory to play with. Luxury.

Hard disk access is much faster, and limited by the 2090a controller rather than the processor speed - the A3001 has a SCSI disk controller built in, but I only have ST506 (IBM) interfaced hard disk drives, so I cannot use the faster interface.

Interceptor on an A2630 is very fast indeed. Almost certainly unplayable against the computer controlled MIG fighters. Just flying around is a great deal of fun though. Turbo Silver breezes through Raytraces (still not real time, but 3 minutes/frame is lots better than the 10 minutes that I was getting on the A2620, which is heaps better than an hour on a normal Amiga). My Modula 2 compiler (M2Sprint) blitzes through programs. To compile and link a 1000 line program takes less than 2 seconds, which includes all disk access times. Impressive to watch. I wrote my first useful program (Journal - a command history manipulator) with it, and the compile/load/test cycle was really quite pleasingly short.

My Bulletin Board 'Point' processing went from five minutes of disk churning to massage 250Kbytes of packed messages, down to about 45 seconds. It takes 20 minutes just to download 250K of mail,

and less than a minute to process it. I like it a lot.

Many games don't work on the A3001, but, surprisingly enough, some of the newer releases DO work, and AREN'T blindingly fast - Paradroid 90 is just the same speed on an A2000 as it is on my A3001, which is clever programming indeed. "Captive" is a little rougher than normal Amiga 2000 mode, since the bad guys get to you VERY fast indeed, but it's playable.

The only complaint [and there has to be ONE fault in anything!] was that there was no EASY way to turn the A3001 off! You can't just reset and hold the mouse buttons down, you have to affix a jumper to pin 11 on the main A3001 board, which means you have to take the cover off the computer. Grr. I wired up a switch, and installed that this weekend, so now I can just flick the switch and be back in 68000 mode.

Was it worth it? I guess not.

As an ego booster, it was beyond price. Performance wise - well, I couldn't live without it now. It's an excellent piece of technology.

The quest for bigger and faster continues though. I've already replaced the 28Mhz crystal/oscillator with a 30Mhz one (5% more performance is not to be sneezed at), and I keep my eye out for reports of the mythical Motorola 68040 board for the A2000.

Remember: Speed kills. It's certainly dented my bank account..

Education Now!

Maths Master by Southern Cross Software - review by Connie Plesley

Maths Master is a maths program reinforcing known maths skills. It uses the drill and practice process. This is a common form of revision, though not popularly encouraged by educationalists at present. (I say at present, because trends are always changing and the theories are cyclic - but of course later it has a new name!) It is not my intention to debate the merits or not of this form of teaching, although I do feel there is a place in education for this type of software.

I have found that the use of computers in schools allows for a wider scope and variety of teaching methods, which is of great interest to the children, even in those areas which the children lack interest or competency. Animation and colour capture the children's interest immediately and as long as they are successful and positively reinforced, will continue with a program for a remarkably long time.

Maths Master offers those components within the program.

The software is self booting and arrives at a clear and simple to use menu. There are 3 level choices and then you select the relevant function (+ - * division). Within each level and function, there is a series of 10 questions for the child to complete, an animation appears after each correct answer, different for each function. If the child is incorrect, the answer is given and the next question posed.

The levels offer a reasonable variety, from simple to the very difficult problems in

level 3. The age range could go as far as Kindergarten to Grade 5.

Particularly impressive was the use of vertical positioning in the more difficult sums, and the movement of the cursor from right to left...the way the problems are actually completed.

Division is also done in this format, each numeral again placed in the correct position.

The multiplication section dealt with the problems only in the horizontal format, which works for the tables to 12 - level 2, but is very difficult to use when doing tables up to 15 - level 3. The use of the vertical positioning in level 3, I feel would be preferable, at least as a backup if the child gets the problem incorrect.

Maths Master offers an interesting and colourful way of practising what can otherwise be a very boring form of revision. The text and numeral size is excellent and the program is well presented overall. It has a definite place in educational software, at home and in schools and is the beginning of the types of software that can be developed.

Classifieds

For Sale

NEC P2200 24 pin colour printer
unused in original box
list price \$818 sell for \$600 ono
ph 2532121

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Middies 90¢

Schooners \$1.20

Bottom Shelf Spirits \$1.40

Top Shelf Spirits \$1.70



- Drawcard, Keno & Poker machines
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- Shuffleboard
- Squash
- Barber
- Meat raffles Wednesday & Friday

MEMBERS, GUESTS & INTERSTATE VISITORS WELCOME

Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

Paul Martin	10-10 M-Su	2514141	what's happening
Simon Tow	6-7 pm M-F	2888362	hard disks, Digiview
Jeff Wilson	6-8 pm M-F		
	4-10 pm S-S	2477330	City Desk, educational software
Gary Duncan	6-8 pm M-F	2319801	general C programming
Mark Hohmuth	6-9 pm M-W	2975952	beginners, PD, Excellence!
Frank Keighley	6-7 pm M-F	2396658	laser printing, Pixelscript, desktop publishing
Peter McNeil	6-8 pm M-F	2545545	bulletin board
Doug Stone	6-9 pm M-Su	2516347	general help
James Dempsey	7-9 pm M-Su	2910147	Modula 2
Robert van der Meer	6-8 pm M-F	2417113	desktop video
Wayne Rochester	6-10 pm M-F	2479093	assembler, general programming
Andrew Crawford	7-10 pm M-Su	2582685	beginners, AmigaDOS, file transfer IBM - Amiga
Fred Pollum	6-8 pm M-Su	2810842	video, digitising, drives, joysticks
Michael Thong	6-8 pm M-Su	2822323	hardware interfaces
Gavin Voigt	6-8 pm M-Su	2547821	hardware
Colin Vance	6-8 pm M-Su	2511087	beginners AmigaDOS

CAUSE Financial Statement (as of 17 January 1991)

BANK BALANCE	\$	\$	\$
Opening Balance	2305.36		
Profit/Loss	767.42		
Closing Balance		3072.78	
BUDGET BALANCE			
Budget Allocation	3930.00		
Allocsation Spent	3161.29		
Budget Surplus		768.71	
OPERATING FUNDS			
Closing Balance	3072.78		
Budget Surplus	768.71		
Reserve Fund		2304.07	
less Depreciation		841.00	
			1463.07

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Public Domain Corner

Cheap Software!!!

I hope I now have your attention. The subject is the **Public Domain**, programs that are available for public use at little or no cost to the user. The cost is up to the user and is based on whether the user feels that the program is worth the small price that the program author asks for.

What type of program is on the Public Domain?

The programs vary from very impressive programs in the business, graphics and sound areas through to demonstrations of the Amigas capabilities, games, utilities and examples of programming for the Amiga. In all a LARGE, diverse and valuable collection of information. If you have a problem to solve on the Amiga, it is possible that the solution is on the public domain.

What Public Domain does the User Group Own?

The group keeps an up to date collection of the FRED FISH collection - now up to disk 420. This particular collection was chosen as it is the longest running public domain collection for the Amiga, Fred Fish being attributed with a large amount of the initial and continuing success of the Amiga due to his support in collecting a base of public domain programs and programming examples for the initial Amiga owners. Fred Fish has since become a collection point for quality public domain due to the time that he has put into continuing the collection and wide distribution of the collection. I believe the collection offers the best consistent and

accessible collection of public domain software available. There may be other collections that occasionally provide other programs, but the little extra that would be gained does not currently warrant the extra cost to the user group.

Where do you get it?

There is a growing number of people who are becoming librarians of the User Group's collection of public domain software. The current librarians are:

Name	Location	Phone
Simon Tow	Fisher	2888 362(h)
Lawrence Coombs	Aranda	2515 523(h)
Jeff Wilson	Hackett	2477 330(h)
Berenice Jacobs	Page	2547 248(h)

What is the Arrangement?

There are 2 ways that public domain disks can be obtained from a public domain librarian, the first is to ring the librarian and organise to drop off some disks and the list of disks required. When the librarian has completed the copying, you will be contacted and a collection time can be organised. The second way depends on whether the librarian has a supply of blank disks at the current user group price. If they have some disks then you can order the disks over the phone and organise a time to pick them up. You then have the choice of buying the disks or swapping them for some unused acceptable NAME brand disk that you own.

How do I find out what programs are on the Public Domain?

A public domain CATALOGUE and a database called AQUARIUM are available from the librarians for the price of the disk

or for the swap of an unused disk of acceptable name brand.

There is NO COPYING CHARGE for the FISH catalogue or Aquarium as both are regarded as advertising for the public domain.

A Charge You Say - How Much??

The copying fee for each disk is \$1. This cost helps the librarians cover wear and tear on their machines, telephone calls to the buyers, and petrol costs in maintaining a disk supply for those who want to buy the disks. The disks are sold at the current user group price which is advertised at the meetings.

Anything More????

Have a look at the catalogue at the very least... You'll be surprised by the variety of programs and data available at a minimal cost. The user group owns an excellent resource - why not try it...

One More Note..

The copying fee for the Fred Fish collection is \$1. But for those who want other than that collection, Berenise Jacobs holds a large collection of alternate public domain. The alternate collections were built up with her own funds and do not have anything to do with the User Group. The disk copying charge for those disks and for the catalogue of those disks is subsequently more expensive. Contact Berenise for details of the charges for her alternate public domain collection.

For any ideas, complaints or requests contact me (the Coordinator of the Public Domain SIG) - Simon Tow on the number noted above.

CAUSE PD?

Few people seem to realize that the Club has its own collection of Public Domain Disks. This is a real shame as these disks offer some excellent programs generated from within the ACT, or in other words by local people like you and me.

The collection stands at five at the moment with number six underway at this very moment. These five disks that are currently available offer real value and include such things as utilities, pictures, sounds and programming help and examples in most of the languages.

The "Toon" collection that everyone raves about started appearing on Disk five and will continue with one or two toons appearing on each subsequent Cause Disk. If you haven't seen these toons then I suggest that you do yourself a favor and get out and get at least one of Disks so that you can see them for yourself. They are a sight and sound extravaganza with a little twist of humour thrown in for good measure.

This collection, although Public Domain (PD), is not maintained by the PD Librarians but collected, maintained and dispensed by a hard working individual known around the traps as "Uncle Wayne" and lives by the handle of Wayne Rochester. Wayne can be contacted regards these disks and I suggest that you adhere to the times that appear in the Help column of this magazine.

Wayne is always scratching for more donations to these disks, so if you have anything at all that you could donate then I suggest that you contact Wayne and earn

his undying gratitude that is sure to last for some time..

The contributions to the Cause disk may take the form of digitised pictures of sound samples, or an article that you would like to add pictures or drawings to and would be unsuitable for the magazine. Remember that one person's trash is another person's treasure, so what you may think is trash.... well you get the idea.

CAUSE PD Software

CAUSE 1

Games	Amoeba	Othello
NoVirus	virus killer	
TUCClock	clock program	
NewZap	sector editor	
Xoper	directory utility	
DUX5	directory utility	
Mach II	mouse accel'r, hot keys etc	
LS	directory listing program	
Show	IFF picture viewer	

CAUSE 2

Pics	
Games	Mirror Wars
SKdemo	demo of Smartkey
Bye	novel way to close window
Calckey	pop-up calculator
Procs	simple C program
8SVXPlay	sound sample player
Reset	resets your Amiga
Mischief	program controlling input device
FedUp	file editor utility
MyMenu	program to create menus

CAUSE 3

IE	icon editor
Forth (part 2)	Forth programming language article

Pics

CAUSE 4

postcodes
sorting
1010switch
Pics
IE
Screencapt
Screensaver
Installstars
Include
Calc
NeatClock
CheckforDisk
FinDevs
RunAt
Run Rand

CAUSE 5

article

Contact
Print
Journal

NuAsk
BigChar

TextTils
Sounds
Animations

article on mailing lists
sorting algorithms -Basic
to stop ext. drive clicking

v2.0 of icon editor
screen capture program
screen blanker for 512s
custom boot block
utility
command line evaluator
clock in WB bar
checks drive for disk
list devs connected
to run program at set time
CLI command argument

how far will DAC go for
MIPS?

demo of v1.1 CF
print utility for SID JW
shell history save/manip.
program

neat ASK replacement
ARREX to make big
character strings DAC
text filters WR
bird calls JW
2 aerotoons

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Business-Art-Graphics-Misc

PenPal V.1.3.11.
Electric Thesaurus
PageSetter II
Design 3-D
MovieSetter
ComicSetter
ComicArt/Science Fiction
ComicArt/Super Heroes
ComicArt/Funny Figures
DeskTop Budget
Professional Page V.1.3.
Professional Draw V.2.0.
Professional Page Templates
Professional Page Structured Clip
Art
Professional Page Outline Fonts
Gold Disk Fonts:
1. Publisher Pack
2. Decorative Pack
3. Designer Pack
4. Video Pack
Deluxe Paint III
Deluxe Print II
Deluxe Video III
Deluxe PhotoLab
Deluxe Music C/Set
Business Card Maker
Video Wizard
Mailshot Plus
Home Accounts
Day by Day
System 3
PrintMaster Plus
Art Gallery I & II

Games

Street Rod
Indianapolis 500
Pool of Radiance
Second Front
OverRun
DragonStrike
Buck Rogers Vol I
BlockBuster Pack: Sword of
Aragon - Stellar Crusade -
Demons Winter & Red Lightning
Thrill of Winning: World Tour
Golf - 688 Sub Attack - Populous
& PowerDrome.

Miscellaneous

Kawai FunLab Music System
Vortex AT-Emulator
Joysticks: Konix Navigator
StarFire - StarBlazer - StarCurser
Mouse Pads
Disk Storage (all shapes and sizes)
Printer Paper & Labels
Black & Colour Star Ribbons
Binders 6 colours
512KB Ram Expansion Cards with
Clock
MegaSlim 3.5" External Disk
Drive
3.5" x 10 Boxes of disks: Nashua -
Memorex - Nashua Colour Pack -
No Brand.

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+++++ AMIGA +++++

Amiga Communications

by Jeff Wilson

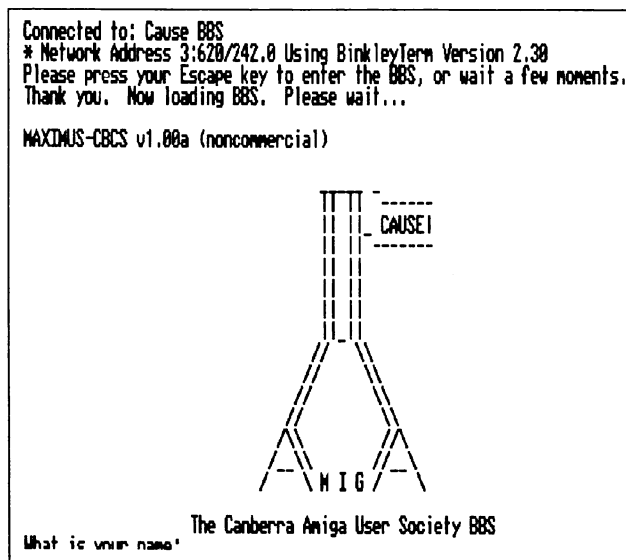
The Amiga is found in various countries of the world and telecommunications is a good way of contacting these people cheaply and effectively.

This is not the only use for a modem and I'm sure many will go no further than their local BBS.

will allow you to read and reply to messages and also to download and upload files.

As a rule, the modem connects to the RS232 port of your Amiga and the other end to your phonenumber. The speed of the modem is expressed as the Baud rate.

Baud is bits per second that are transferred via the phone line; for example a 1200 baud modem would transfer 1200 bits per second.



Although the purpose of the modem remains the same for all makes and models you may have noticed that the price doesn't. This is effected by the baud rates obtainable primarily and secondly by what other features it may offer.

The higher the baud rate, or in other words the higher the speed, the higher the cost. 2400 baud is now about the accepted speed with 4800 baud modems becoming more common as the price drops. The price of the

9600 baud modems are still out of the reach of the common homeowner or should I say computer owner, although the price is also dropping and it won't be long before we can all afford one (I wish).

There is always a selection of modems on the second hand market and if your intention is to buy one this way than I suggest that you take the following few comments into consideration.

The modem should be Hayes compatible and be autodial and autoanswer. It should

I guess it would be best to explain some of the jargon before proceeding much further into this discussion. The word "modem" comes from two words describing the process by which the hardware contraption connects your computer to the outside world. The two words are MODulator, DEModulator.

The letters BBS stand for Bulletin Board Service and is a software program running on a computer that allows control from outside when called. Basically a BBS

have a speed of at least 1200 baud as 300 baud is getting a little slow these days and this speed will stop a lot of your down-loading. For a 1200 baud modem that meets the criteria above I'd expect to pay no more than \$100.

The Canberra Amiga User Society BBS

What is your name: Jeff Wilson

Jeff Wilson [Y,n]? y

Password:

We are active 24hrs/day, 300,1200 & 2400 baud.

Thanks to Brian Dunley, Phil Harding, DMC and Alan Salmon for their help in setting up this BBS. We are running on a 10MHz XT with Maximus software with a Maestro 2400 ZOR modem.

***** Bulletin *****

The NEXT MEETING will be held,

Thursday November 8th At, <----->

The Canberra Workers Club, BE THERE! (7.30pm for 8)

NOTE NEW VENUE!!!!!!!

Meeting Topics * Stuff/demos o' software *

Auto-Dial is a necessity if you are new to the world of telecommunications as your learning curve will be large enough without having to learn how to set up the modem just for calling up the BBS.

Also watch out that the modem is not just conforming to the Bell standard, as this is a standard only supported fully within the USA and as such not all BBS's here support it for all the protocols. The world accepted standard is CCITT. These protocol differences only apply to modems whose

speeds are below 2400 baud as there are no differences above this speed.

"Hayes compatible" means that it understands a certain set of commands that are industry standard when it comes to programming the modem. These are also called the AT commands as most start with AT which stands for attention, in other words you are telling the modem to listen to what you have to say then telling what you want it to do. eg ATDTP means attention than dial pulse and it will dial the number following the command. If your modem is autodial, then you will never have to worry about these commands directly as you can set all protocols from within the software packages.

Once you have your hardware connected and working comes the time to find the software package to run the whole show. This software package is commonly referred to as the terminal package and there are many on offer both in the PD arena and in the commercial market.

As good as some of the commercial packages are, I still feel that the best packages are to be found on the Fred Fish disks of PD. Of the offerings available on the FFD's, I feel that the choice comes down to two, these being JR Comm and NComm. JR Comm is shareware, with a price of about \$40 and NComm is gift-

ware which means that is up to you to choose a gift and send it to the authors. Both are very functional and I really wouldn't like to choose between them, so I leave the final choice up to you. Remember to read the documentation first as this will give you good insight to the powers of both

Phone number.....

City, Prov/State..... Hackett,act

Help.....NOWIDE

scrn.Width..79

More?.....YES

Full-scr.ed.YES

Nulls.....8

scrn.Length.24

Video mode..ANSI

IBM Chars...YES

Tabs.....YES

Scr. clear.YES

CHANGE:

#Telephone #

Nulls

More

IBM Characters

Setout:

City

Width

Video mode

Quit to Main Menu

Password

Length

Fullscreen_Edit

Help

Help Level

Tabs

Screen Clear

Saving your message (#289)...

[288] Highest: 289. Press Enter for NEXT msg, or type msg.number to go to.
Msg.area 1 ... General Messages

MESSAGE:

Area Change	Next Message	Previous Message	Enter Message
Reply to a message	read_non-stop	read_original	read_reply
List (brief)	Scan, msgs to YOU	Inquire	Main Menu
Goodbye (log off)	Kill (Delete) Msg	Upload a message	Forward (copy)
Help			
Select: a			

Message area (Area #, '?'=Next, '?'=Prior, '?'=list): ?
CAUSE BBS Message Areas

1. General messages
2. Graphics, Desktop publishing & Video
3. General techtalk
4. "C" special interest
5. Modula 2 special interest
6. BBS special interest
7. CAUSE Public Domain library requests
8. Newsletter messages
9. Games messages
10. Virus info
11. BBS member info
12. S.M. Communication (Simon Moods).

Message area (Area #, '?'=Next, '?'=Prior, '?'=list):

packages. If you are bent on buying a commercial package, then I could only recommend a Australian package called GP Term. It is a good clever package that offers all you will want and it is Australian to boot.

When you are familiar with your terminal package and modem, dial up the local BBS and start experimenting. You can't do any harm by dialling up and logging on so dig right in as the best way to learn is by practice and experience. Leave a message as this is the main purpose of the BBS and so will spark a conversation with will lead you to bigger and better things.

One of the main failings of BBS's is that they seem to intimidate people and so a lot of people read the messages but very few actually leave a message. Don't be one of these people, leave your message even if its only to say "Hi!" By all means have a look around but remember you can but in if you want and this is the real meaning of the

BBS. The people who use BBS's on a regular basis are really fun loving people and although the conversations may reflect otherwise sometimes remember that as a rule most is said in jest.

One last hint for your first loggon. Don't use capitals for all your messages as this use of CAPITALS is regarded as yelling and so regarded as impolite if yelling wasn't the intention.

Logon and have fun!!

Thanks for contributing to CAUSE BBS.

Remember, the society meetings are held on the second Thursday of each month at the Canberra Workers Club in Civic.

Bye Jeff Wilson, thanks for calling. Please hang up now.

JE
in RADIO

The illustrations to this article are screens captured during a BBS session - Ed.

Review

by Jeff Wilson

There have often been utility program reviews in these hallowed pages of CAUSE Magazine, but I would like to mention a game that my children enjoy immensely - **Peter's Quest:**

This game is from the arcade mould, and the graphics and gameplay are very impressive. There are digitised voices and some music. Peters Quest rivals many arcade games in the market with the advantage of not being copy protected, so capable of being put on a hard disk if the desire strikes.

The game is a levels style arcade game with twenty separate screens to complete and each offering a different challenge while maintaining the same style of play. My five year old son now reaches level five (this is known to him as the other second level....all levels above level two are the other level two according to him) and plays it constantly, while gradually bettering himself each time he plays.

The aim of the game is to collect all the hearts in each screen without running into the Porcupines or falling to your death. If you should happen to die, then you change to an angel and flutter up to heaven with the appropriate music.

The graphics are bright, colourful and well drawn. The gameplay is good and sound cheerful.

My compliments go to David Meny, the author and you can find this fine example of a PD game on Fred Fish Disk 224.

Amiga User Groups' Newsletters Listing.

Below is a list of all available Newsletters received from the different Amiga User Groups with whom we correspond. If any club members have, at some time borrowed some of these and not returned them, now would be a good time to do so.

Magazines may be borrowed or photocopying can be arranged. See the Editor at the next meeting.

AMIGA ADAM. Adelaide (SA) Amiga Users Group.

Issues: Jan.89 - Sept 90

AMIGA AUSTRALIA. Amiga Users Association, Penrith.

Issues: Vol.2. No.6. - Dec 90

AMIGA GRAPHIX. New Zealand Amiga Users Group.

Issue : Aug 87

AMIGA WORKBENCH. Amiga Users Group Inc., Boronia. Victoria.

Issues: 17. Oct.87 - 55 Dec 90

TASMANIAN AMIGA USERS GROUP.

Issues: Apr.88 - Oct.89

THE GURU. Newsletter of the Amiga Users of the Northern Territory.

Issues: Mar/Apr.89 - Sep/Oct.90.

UK AMIGA USERS GROUP.

Issues:: NO.17.

Editorial

Welcome to the first BECAUSE of 1991.

We've changed the format of the newsletter to get a more professional look and to give us more layout options. If you have any ideas or want to get involved in the Desktop Publishing SIG, let me know.

As usual, BECAUSE this month contains high quality articles and reviews but the same names appear at the top of pieces newsletter by newsletter. We desperately need articles, reviews, tips/hints, graphics, letters of anger or frustration (BECAUSE does go to Commodore!), rumours etc from a much broader range of our membership. Pieces can be as short as 200 words (half page) or as long as you like.

The recent uncertainty over the monthly meeting venue has been resolved. The February meeting and all subsequent meetings for 1991 will be held at the Workers' Club in Civic in either the auditorium or the Chifley Room. CAUSE members are urged to join the Workers' Club and to make good use of the facilities there.

The April meeting of CAUSE will be the Annual General Meeting. Elections for the incoming Committee will be held and members are urged either to nominate or to ensure that those who are elected are aware of your ideas on how the Society should be run and the directions in which we should be heading. Remember - you have the most influence and the most fun if you are on the Committee!

David Wilson 2918324
Editor

AGM

The Annual General Meeting of the

Canberra Amiga Users' Society

will be held on 11 April 1991

**at the Canberra Workers' Club,
Childers St, Civic**

commencing at 8pm.

The election for the incoming Committee will be held. All positions fall vacant -

Director
Vice-Director
Secretary
Membership Secretary
Treasurer
Committee members (5 or 6)
Newsletter Editor

Nominations will be accepted on the night.

The Financial Statement will be read.

**Next Ordinary Meeting of
CAUSE**

will be held on 14 February

**at the Canberra Workers'
Club,**

Childers St, Civic

**in the auditorium or Chifley
Room**

commencing at 8pm